House of the Dragon Jumpchain

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Jump doc ver 1.0



200 years before the Targaryen dynasty is demolished and the War for the Dawn rises, dragons are still around Westeros in numbers that require more than two hands. This would change with the Dance of the Dragons when the royal Valyrian house went into civil war.

Both sides style themselves the heir of King Viserys based on either a King's Decree or the Ruling of a Great Council.

You get **1000 Crown Points** (CP) to get perks and items but can get more from drawbacks and scenarios. You must survive either ten years or your chosen scenarios.

Origin Details

Your age, gender/sex and ancestry can be whatever you want based on the below purchases and if it is possible. Can't be older than your parents and any claims of bastardry will be held back to start off with.

Black: Rhaenyra's supporters in the war for the Iron Throne. They believe the King's daughter has a better right to the Crown than a younger child.

Green: Aegon's supporters in the war for the Iron Throne. They believe the King's son has a better right to the Crown than a daughter.

You can either roll **1d4** to decide your location or pay **100 CP** to have a free choice.

1. **King's Landing:** The capital of Westeros and the location of the Iron Throne.
2. **Dragonstone:** Usually the keep of the crown's heir, it used to be a Valyrian trading post before the Conquest.
3. **Essos:** A different continent to most of the drama, better have a ship or dragon if you want to go west. It used to be the location of the Valyrian Freehold before the Doom.
4. **Free Choice**

General Perks

Combat Skill (Varied): As this is a medieval world fighting is a prevalent part of society. This gives you both skills for wartime and tourney events. **Post Jump** this makes you a fighter of a similar level and updates based on the common fighting styles and abilities you have access to.

> **Average (Free):** You have had some classical training with a sergeant at arms and can hold yourself in combat against basic foes. Your fighting style is very by the books.
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> **Experienced (100 CP):** You have survived multiple battles, are a hardened warrior and can hold yourself in combat against average foes. This has increased your skill and allows you to add more nuanced moves like dirty tricks.
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> **Legendary (200 CP):** You are well known to be a deadly fighter that others should not cross, being able to hold yourself in combat against experienced foes. This has increased your skills to be once in a generation.
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> **Greatest fighter (300 CP):** Nobody can beat you in combat as you can hold yourself in combat against legendary foes. Your strikes are like lightning and your physical abilities are at the peak that training can get you.

Noble Blood (Varied): You are a member of the noble class with the name. You can choose to insert yourself into a canon house or create a relevant one**. Post Jump** you will be a part of the nobility or a similar noble upbringing.

> **Position:**
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> **Member (Free):** You are not within the direct line of the noble house, only having the name.
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> **Heir (100 CP):** You are the heir of the noble/royal house without having to deal with too many of the responsibilities. You could be the heir to the Iron throne and still have the time for parties.
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> **Head (200 CP):** You are the head of the noble/royal house without having to deal with too many of the responsibilities. Play with your model armies that's what a Hand is for.
>
> > **Hierarchy:**
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> > **Landed Knight (Free):** You are just barely above the common folk, an untitled noble and not even a lord. You are a banner man to a minor house.
> >
> > **Noble (100 CP):** You belong to a minor Noble House with minor power over a kingdom. You would have a Maester education and political power given by the name.

Paramount (200 CP): You belong to a Paramount House with major power over a kingdom that is not the Crownlands. You would have a Maester education and political power given by the name.

Royal (300 CP): You belong to a Royal Family with major power over the continent. You would have a Grand Maester education and political power given by the name.

Dragonblood (100 CP): A descendant of Old Valyria, you have the ability to claim one dragon and ride the beast. You can tolerate higher heat than normal and will be inhumanly beautiful. Common traits of this are light hair (white, platinum, silver or gold) and eyes of blue or purple. You also have a mastery of the Valyrian language and all its dialects.

This gives you access to the **Dragon Section** at the end of the doc where you can customise your dragon.

Dreamer (200 CP): Much rarer than dragon riding, some of House Targaryen have been known to dream of the future. Now when you sleep meaning can be found in the metaphors you see although these dreams should not be taken too literally and you may only see part of the picture.

Inherited (400 CP): No matter the rules of genetics or magic your children will have all the traits you can choose from; it will not be left to chance. Things like hair colour, eyes and the ability to ride dragons can be shared with your children and their children with no loss in power. You can also choose to keep a gift for yourself and not your descendants. You and your line are also protected from the consequences of inbreeding and won't die due to childbirth issues if female.

Fates Delight (600 CP): History is written by the victors and different authors will have different interpretations; any stories or rumours about you will be positive. You hold the trust of the public in such a way it is hard for them to see wrong. You are always popular and it is easy for you to make new connections.

Black Perks

Political Marriage (100 CP): A discrete clause in the Doctrine of Exceptionalism seems to apply to jumpers and their companions as you are not like other men. You can marry whomever you want no matter the familial relation or gender and all government institutions will consider it lawful. Any children you consider yours will also be without a doubt.

Silk Sheets (100 CP): Like a certain Lady Misery you are a skilled dancer and an amazing paramour to any bedmate. The best prostitutes can't hold a candle to you and your skills in pleasure.

Support of the Men (200 CP): Say what you will about Daemon Targaryen, but the man instils loyalty in his fighting men. Whether the Gold Cloaks or the Sea Snake's soldiers, Daemon was beloved by the warriors he fought with. Now you enjoy a similar boost to the loyalty and morale of the soldiers you lead or serve alongside.

Sea Snake (200 CP): You are a skilled ship captain with an excellent internal compass for navigation and incoming storms. By itself, the sea will never drown you and your maritime vessels are slightly faster than normal. With a good ship, you could make the trip between Westeros and Yi Ti without too much hassle.

Dragonbane (400 CP): While he became King in the aftermath of the Dance Aegon III truly hated dragons for how Sunfyre killed his mother - some say he poisoned the last dragon - either way, it did not help when he sent the beasts away from the capital. Now you as a jumper can use his moniker as inspiration to do increased damage to magical entities like dragons. Attacks will do more damage and you are resistant to magic-based attacks like dragon flame.

Refuge in Audacity (400 CP): Whether due to your rank, connections, or skill with a blade, you find that you can get away with things that would see another person ostracised if not outright banished. Steal a dragon egg? No long-term consequences to your standing so long as it's eventually returned. Is it an open secret that your royal heirs are really bastards? No one will dare to speak it out loud unless they want to lose their head. Note, this only affects any fallout to your social status. You may still face criminal charges or provoke someone to seek vengeance if you take things too far.



Green Perks

Faithful (100 CP): You are highly knowledgeable on religion and know which scriptures can be used to validate most of your actions. This also allows you to understand the social rules of an area.

Inserted (100 CP): It is easy to fit into a family whether due to Jumpchain origin shenanigans or inworld manipulations. Treat your new family well and they would think of you as their child but some issues can't be resolved.

An Opportunity for an Ally (200 CP): Ser Criston Cole was prepared to end his life before Alicent gave him purpose. Afterwards, he became her most fervent supporter. Larys Strong was on the sidelines, overlooked and unutilized before Alicent struck up an unusual quid pro quo for his services as a spymaster. You have a similar ability to find potential allies among the broken, discarded, and ignored members of society. They may not be nice people, but the most loyal dogs are the ones you rescue from the street.

Lord Confessor (200 CP): It is easy for you to ferret out secrets and lies from people at a disadvantage to you. You could listen to a conversation by lurking in the background almost out of sight and those in pain will be hard-pressed to lie to you.

Advisor Hand (400 CP): Otto was a second son and became the Hand of the King twice in his lifetime, reaching the highest nonroyal position in the land. This is due to his diplomatic and cunning ways of getting his blood onto the Iron Throne. You are now his equal in laws, and schemes but with an understanding of when to stop.

Paid for in Blood (400 CP): Aemond Targaryen famously "Lost an eye but gained a dragon." A heavy price but a great reward. This perk extends a similar benefit to you. When you have sustained significant personal loss in the acquisition of something you are far more likely to hold onto it. Should your army attack a castle in a battle that costs half your men, local resistance to your new rule is likely to die out. Lose a sibling in your battle to claim the Iron Throne, and most will accept that you are the new ruler. You have to actually take the prize in question for this perk to apply.



General Items

Armour (Free/100 CP): A basic castle-forged armour set with an armoury of weapons of similar quality; from the common swords and bows to the more rare like scimitars. Any breakages will be repaired in 24 hours.

For an additional **100 CP,** you get a full medieval wardrobe that is perfectly comfortable.

If you have a noble house it can be emblazoned with your sigil and house colours. The two armours below can be merged into this item if purchased.

Dragon Treats (100 CP): Made from a mixture of different meats charred together with magic each package will give the correct amount of daily nutrients for a dragon to survive and grow. They will always be tasty and also be eaten by humans.

Post jump it can be used on any creature.

Valyrian Steel Blade (200 CP): Forged in a style and colour of your choice the metal edge will always be perfectly sharp and feel almost weightless in your hands. Valyrian steel is a higher metal and can harm magical beings like White Walkers and Dragons. If lost or stolen it will return to the sheath or at a property.

The two swords below can be merged into this item if purchased to give this item the effects.

Iron Throne (300 discounted to Royal): The symbol for the royal crown in this world and what everyone wants to sit in. Made from the surrendered swords when Aegon united the six kingdoms. Sitting in it boosts your legitimacy and allows you to manipulate the emotions of those nearby. Make them feel fear when in the presence of the chair.

You can choose to receive the 40-foot tall book accurate throne, the HOtD version or the more symmetrical GOT version. All versions will be comfortable and the sharp edges won't hurt you or your chosen representatives.

Keep (400 CP): You own a medieval property with modern amenities out of sight. Torches can be turned on by pulling the pedestal down, sewage will never build up and it is always connected to a clean water source that can be heated.

While it can be designed however you want, the size of the Keep is based on your purchase of Noble Blood. No purchase equals a nice building that wouldn't look out of place on a main street, **Noble** would get you an actual castle, **Paramount** adds a small town and **Royal** a city.

The two properties below can be merged into this item if purchased to give this item the effects.

Black Items

Rings (100 CP): A collection of perfectly fitted finger bands. Apart from having designs of your choice, never impeding your movements and acting as a viable knuckle weapon it is quite calming to twist the rings.

Gold Cloak (100 CP): This set consists of black armour and a gold cloak. Despite its more ceremonious appearance it is as tough as steel and can resist any glancing blow from the weapons here (aside from Valyrian steel and supernatural threats like Dragons). Any breakages will be repaired within two weeks. It has the special aura of a patrolling officer.

Dark Sister (200 CP): This weapon was wielded by Daemon Targaryen. It is lighter than the average sword but still every bit as deadly as the usual Valyrian Steel standards. Any who wield this sword can go on for longer periods and find combat as a whole less exhausting than without.

Ship (200 CP): Possibly from the Velaryon fleet this war galley has many uses from trade to naval combat. The hold has a much larger space underneath with living quarters for you and your companions, the rowers are also specialty archers and there is a pair of scorpions that can kill dragons. There is a follower crew of rowers and other sailors that can control the ship for you and any losses will return as the boat repairs itself in a week. It can be summoned to a nearby empty shore or dock if it could feasibly be there.

The Sowing (400 CP): When special abilities like dragon riding are rare you can send this decree out to draw in four natives with an average level of the ability. They will all be loyal to you and you can replicate this process every five years.

Post jump you can use this to bring Force Users in Star Wars as an example.

Dragonstone (400 CP): Based on the Targaryen trading post that became the seat of the royal heir this dark militaristic castle is filled with dragon motifs. It has all the features of the original castle like a Painted Table for the area and is staffed with follower servants. Not even a magical dragon can breach the castle or burn the walls down which makes it perfect for a staging base.



Green Items

Kingsguard Armour (100 CP): This set consists of fine silver armour and a white cloak. Despite its more ceremonious appearance it is as tough as steel and can resist any glancing blow from the weapons here (aside from Valyrian steel and supernatural threats like Dragons). Any breakages will be repaired within two weeks. It has the special aura of a protecting bodyguard.

One Eye (100 CP): You can replace one of your eyes with an expensive stone that you can see through like any other eye. It fits perfectly in the socket and can be removed to reveal your normal eye.

Blackfyre (200 CP): This weapon was wielded by Aegon II Targaryen. It is lighter than the average sword but still every bit as deadly as the usual Valyrian Steel standards. Any who wield this sword can go on for longer periods and find negotiating as a whole less exhausting than without.

Treasury Pouch (200 CP): All of your monetary possessions are hidden in separate locations so your enemies can't find them, while you can easily access them from this era-appropriate wallet. You can throw any money in the bag to hide it and nobody but you and your chosen companions can open it.

Milk of the Poppy (400 CP): Used to dull pain and send people to sleep, this opiate medical drink is a thick white liquid pouring infinitely out of a vial. Those sent to sleep with it will have strange dreams that leave them drowsy. This version has no addictive properties and does not puff the face with overuse. Any poisoning with it will only leave the puffy face as the symptoms.

Red Keep (400 CP): Based on the Targaryen royal palace that became the seat of the Iron Throne this crimson stately castle is filled with dragon motifs. It has all the features of the original castle like the secret passages - apart from the chair - and is staffed with follower servants. No sieging army can breach the walls which makes it perfect for targets of attacks.



Companions

Imported (50 CP for one, 100 CP for two, 200 CP for four or 300 CP for eight): Do you have friends from other worlds that follow you on your travels or want to create somebody completely new? Each person gets eight hundred and four fifths of any discount points carried over if they take a drawback.

Canon (Varied): This is an option to have a favourable meeting with any House of the Dragon character so they would be willing to follow you on your adventures. If they die during the jump you will find them post-jump.

Basic Humans are **100 SP**.

Valyrians and a paired Dragon are **200 SP**. You can also use this to get other magical humans like skinchangers and mortal priests of R'hllor.

Sworn Sword (100/First Free for Noble Blood above Landed Knight): A personal bodyguard to always watch your back. They will never conspire against you and always be an above-average fighter. This can either be an imported character from the past, your own creation or a canon character that would be a willing bodyguard. Royals can make them their personal Kingsguard. They get 200 CP per your noble level and four-fifths of any chosen drawback.

Drawbacks

First Chapter (Toggle): You begin in the first season of HotD where Aemma Targaryen is about to give birth to her second child.

Second Chapter (Toggle): You begin in the second season of HotD where Aemond has killed his half nephew.

Extended Stay (+100 CP): You gain an additional **100 CP** for staying an additional 10 years. You can take this drawback as many times as you want but you only get **CP** the first three times.

Moniker (+100 CP): You have a name based on either your worst trait or something socially bad.

Unhappy Marriage (+100 CP): You are trapped with a spouse who despises you. There will be significant societal pressure for you to remain close to them. Also, try not to be too indiscreet with your affairs. Divorce is unheard of in this world and should your better half suffer any 'unfortunate accident', powerful relatives will seek vengeance against you.

Language Barrier (+100 CP): You start out with zero knowledge or skill in Valyrian and any Perks or Items that allow you to learn it faster are disabled for this purpose. Considering it is needed to communicate with dragons and it is used in Essos, it is a huge problem. If you want to learn it, you need to do it the hard way.

Strong Seed (+200 CP): Your parents each have a very distinctive appearance. Strange then that you look almost nothing like your father and remarkably like that other man your mother is so fond of. You're a bastard. Everyone knows it. It's pointless to deny it. For commoners, this will merely damage your social standing. For nobles, people may pretend not to notice, but it could seriously damage your legitimacy as well as your chances to claim a certain iron chair.

Eunuch (+200 CP): Your family line will not be continued by yourself for this jump as you are missing some vital anatomy. Males will be missing their testicles while a female's ovaries will be destroyed. Automatic **+100 CP** if you have **Noble Blood** due to the need for heirs and continuing the line.

Dragon Bait (+300 CP): You have an addictive effect on dragons. They cannot resist attacking you or otherwise trying to make your life way more difficult than it has to be. They aren't stupid enough to attack you if you are stronger than them though (but they can be surprisingly clever in ruining your day indirectly).

No Outside Perks (+300 CP): Self-explanatory, this drawback stops you from using any perks from before this world, putting you at bodymod. If this is your first world, take the free CP.

No Outside Items (+300 CP): Self-explanatory, this drawback stops you from using any items from before this world, locking down the warehouse. If this is your first world, take the free CP.

No Outside Companions (+300 CP): Self-explanatory, this drawback stops you from calling any companions from before this world. If this is your first world, take the free CP.

Exiled (+400 CP): You begin this jump returning from exile which ruins most of your beginning political power. It can be gained back.

> **Watched (+200 CP):** It is now not merely exile. You are now a member of the Night's Watch at the Wall, including the enforced loyalty to its oath. You will have no lands, no political power in any way, you will gain no glory and your only family is the Watch. Prepare for a long time in the cold.

Code of Honour (+400 CP): For you, chivalry is the name of the game. You refuse to act dishonourably in any way. Loyalty to your house and liege lord are a must and you could never think of something as crude as sabotage, assassination or blackmail. It doesn't stop you from recognizing any attempts of such but too bad for you that anyone else thinks that you are a fool with your 'principles'.

Cursed is the Kinslayer (+400 CP): With this Drawback, you can't directly kill any of those you would call kin this jump. Automatic **+200 CP** for **Dragonblood** as this covers House Targaryen and **+100 CP** for **Strong Seed** as it will include both your biological families and the adopted one.

The Burned (+600 CP): Unlike Daenerys, Targaryens are not fireproof. You learnt this the hard way I'm afraid, Jumper. Scars stretch over half of your body and while you can still move the revealed flesh is less strong than normal.

> **Dragon-man (+300 CP):** Instead of burns you have a Greyscale infection. This means the flesh is stiffer than normal and can be as heavy as stones at some points making you lopsided.

The Decrepit (+600 CP): Well, you didn't age well. Forget whatever age you would have had at the start, you now begin this Jump at about sixty years old… with all its downsides. You need a lot of rest, you occasionally need help up the stairs and with other physically stressful activities, you often feel the pain of gout or some other chronic disease… you aren't nearly as bad off as Viserys but you are in need of help. And in this game old age is seen as a weakness.

Coin Toss (+600 CP): Every time a Targaryen is born the gods flip a coin. Now whenever you need to do an action you will flip a gold dragon coin to see if the action is mad or not. Something as simple as opening a door could turn into you kicking it down and even your responses in conversations fall under the coin; combat is the only outlier but the decision for mercy or not is. If you are in a position to not flip the coin you will be wracked with indecision.

Scenarios

Dance of the Dragons (+500 CP): No Requirements.

You arrive at the beginning of Season 2/Fire & Blood in 132 AC after Viserys has died and the succession crisis has begun. To complete this scenario your chosen side will have to win.

Neither the Blacks nor Greens will willingly back down as Lucerys has already been killed by Aemond and Aegon will not give up his position of total authority and adoration from the smallfolk.

Both sides will be in a stalemate and choosing the winning side will not automatically complete the scenario as you need to be a driving force on your chosen side.

Unless you decide that neither side should hold the Iron Throne…

Reward is based on your chosen side but either way, you get the **Iron Throne** for free with the price refunded if you bought it.

The Conqueror's Crown: Made from Valyrian Steel and inlaid with rubies can either be the original or a design of your choice. Wearing it seems to lessen the conflict around you. Nearby people are less likely to rebel against your orders and listen to your words.

Black: You helped bring Rhaenyra's faction into power and for that, you gain the **Royal Decree:** Once a jump you can get the highest authority of the setting to give a ruling in your favour.

Green: You helped keep Alicent's faction in power and for that, you gain the **Hightower's Beacon:** A discrete symbol for war to be called. This can go over your enemy's head if you just want your allies to get the message or be an obvious sign of defiance to your foes. It is possible to feint your enemies into attacking first without 'warning' allowing you to act in self-defence.

Red: Rather than going with either side, you took the throne for yourself and for that, you gain a **Wildfire Dispenser:** This green jar the size of your fist never runs out of this burning liquid and can be poured out in an inactive state. It can be lit mentally but be wary that most materials will burn in its path.

Conquest (+500 CP): *No Requirements.*

Maybe due to the Dance or other underlying issues Westeros is in complete rebellion with each kingdom acting independently. This is an opportune time to claim some areas, and do better than the Conqueror himself.

You have a limit of two years to unite all seven of the kingdoms including Dorne.

Reward: Westeros: You take your kingdoms with you on the chain with full fealty sworn to you or your representative and no possibility to rebel. As the ruler you can do what you want and the Game will not have terrible consequences if you choose.

If you took less than the target of seven you will leave this scenario with a tiny harmless version of the Black Dread as a consolation prize although you can choose it if you win.

Long Night (+500 CP): *No Requirements.*

That's weird. The Long Night is scheduled to take place in about two centuries (Eh, since when do they keep to a schedule?). The goal here is simple. Survive the Long Night and take down the Night King and his army.

Upon starting the scenario the Night King will bring his forces (as seen in Game of Thrones) against the wall. Wildlings will flee in advance trying to escape, any stragglers will be converted and within a year some unlucky soul will accidentally give him access to a dragon giving him the power to bring down said wall.

Even before actually having to face the army, the seven kingdoms will have to deal with an unexpected long winter. The upside is that they should be more united in this time period but unlike in Game of Thrones they aren't prophesied to win against the Others, so there is no plot armour to help you and your allies here.

To help you, you get a **Prophecy Dagger:** Made from Valyrian Steel it reveals hidden words at different temperatures. Heat is best due to the Valyrian magics but Ice has its own power.

Post jump it will have a helpful line of premonition.

Reward: Blessing of the Children: As thanks for dealing with the undead threat a similar ritual to the one that led to Night King was performed on you. The dragonglass dagger that was stabbed into your heart has crystallised over the beating organ which is a magical defence layer that most materials can't break through. You gain the ability to skinchange and greensee if you do not have the ability already and if you do your power has been exponentially increased. You can also connect with a dragon like any other animal.

Stepping Through the Stepstones (+500 CP): *Requires Ship.*

After the War for the Stepstones, rather than House Velaryon taking control over the archipelago the place has become a haven for pirates. Maybe you see the futility of trying to conquer it all as the outlaws would always resist.

To complete this island claim one island as a trading outpost and negotiate with the pirates for a trade line that won't be attacked.

Reward; Thieves Landing: While not worth the rock in real estate it sits upon, your island is independent of any government authority beyond your own and is a hot spot for criminals looking for work. Any products ferried through the docks are difficult to capture and you get a split of all profits instigated there. Law enforcement can't even step foot on the land without some kind of warrant.

National Treasure (+500 CP): *Requires Treasury Pouch.*

After a heist the royal treasury is missing a few pieces and the Master of Coin - whomever he may be - has tasked you to retrieve the lost valuables in a reverse heist. Your pouch's mouth will be able to grow and swallow the below objects.

The target is equal in danger to Casterly Rock with seemingly impenetrable defences and a large on-call force to equal the newly formed Gold Cloaks. Use your trickery and guile to find weak points to pressure.

Reward; Pouch of Greed: Your Treasury Pouch has kept the upgrade of opening impossibly wide to swallow any object with an additional feature. Anything put in the bag can be internally transformed into its commercial value or items similar to it.

Murder Mystery (+500 CP): *No Requirements.*

An unimportant minor lord has mysteriously called you to his castle saying he is in danger. The night you arrive he calls an impromptu feast to the surprise of his bannermen. There as everyone mingles in the great hall the lord falls over, stabbed by a masked man; his last words say his nephew did the deed. The problem with that is the man being the last of his line with no official family members.

The Maester will tell you of the disgraced sister of the previous lord and the cursed bastard that came from the fatal union. Based on common features of the bloodline there are only four suspects. Find the correct one to complete the scenario.

The stablehand who seems more socially comfortable with the horses, the jester who is forced to act like a fool, the gong farmer whose job is literal shit, or the Chamberlain who needed to keep the lord happy beyond all else.

Reward: Blood Paper: They may not have the name based on region differences or disavowal but you can figure out all the familial relations from a sample of blood. Smudge a press of blood onto the parchment and a complete family tree. This shows connections through blood and official adoption.

Valyria Strikes Back (+500 CP): *No Requirements*

Centuries ago was the fabled Doom. Valyria and its civilization were supposed to be wiped out in a single day. But here they survived. They heeded the warning and managed to overcome the eruption and at long last they freed the capital from its threat. The Valyrians looked for their wayward members… and they found a continent ready for takeover. Your goal is to stop them from conquering Westeros for one year.

Said task is easier said than done since the Valyrians have dozens if not hundreds of dragons as well as legions equipped with the fabled Valyrian steel. The Targaryens are said to have been only one of their weaker families, so that is saying something about the might of said civilization which is said to have held on to half of the world.

Reward: Old Valyria: In exchange for holding off the world's mightiest civilization you may keep their capital. You gain access to all the lost knowledge of said city (such as Valyrian Steel) as well as its people who are now completely loyal to you.

If you manage to actually conquer Old Valyria yourself before the ten years are up, you gain the entire **Valyrian Peninsula** instead, giving you not only a huge fertile breeding ground for dragons but also giving you access to its massive amount of mines (and its minerals without having to fear any eruptions).

Final Choice

Return: You return to your original world with everything you have gained.

Stay: In a world where you either win or die you have won so why shouldn’t you stay.

Continue: Your journey is not over yet so you move on to the next world.

Dragon Section

This is only available for those that bought the **Dragonblood** perk. You will also always have the dragon available as long as the perk is active so drawbacks that limit perks would limit the use of your dragon.

You get **1000 Dragon Points** to customise your dragon. If that isn't enough for you, you can exchange **CP** for **DP** at a 1:1 rate. You cannot exchange **DP** for **CP** however.

Maturity of the Dragon: All stages will grow as long as the dragon is not locked down and underfed.

> **Dragon Egg (+100 DP):** An unhatched egg that has not turned to stone. When you begin the jump it will hatch as a baby and will grow. It will take five years for the dragon to be rideable and have the stamina for large spurts of fire.
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> **Drake (Free):** While your dragon has already hatched it has not completely reached maturity. It will take two years for the dragon to be rideable and have the stamina for large spurts of fire.
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> **Adult Dragon (100 DP):** This stage of the dragon is rideable at the beginning of your jump still with room for growth.
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> **Elder Dragon (200 DP):** Your Dragon begins as a legendary size comparable to Vhagar and Balerion the Black Dread.

Scales Thickness: While the thickness of a dragon's scales does increase with age you can add or take from that.

> **Thin (+100 DP):** The scales have the thickness of an average armoured human. A lowborn peasant could harm your dragon with the swing of a blade.
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> **Average (Free):** A healthy adult dragon only really has to worry about heavy siege weaponry like Scorpions and other dragons.
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> **Thick (100 DP):** Not even a scorpion bolt will get through the soft eyes and mouth of the dragon, don't even worry about the rest of the body as it is similarly strengthened.
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> **Armoured (200 DP):** Not even magical attacks like another dragon can easily harm your mount. Your mount is almost invincible.

Environmental Protection (100 DP): Your dragon is resistant to most environmental and elemental attacks. The chill of the Northern winds would not lessen their fire and the blasts from other dragons will cause less harm.

Spikes (100 DP): Your dragon is tipped with very sharp spikes for increased melee damage. They can also be dislodged with no pain.

Obedient (100 DP): Your dragon will always obey any commands you give it, provided it can hear them.

Frugal (100 DP): Your dragon needs a lot less food than the others would usually need. Said dragon now only needs a sheep per day at most, no matter how big it is.

Scary (100 DP/200 DP): Dragons are terrifying in nature. Yours can invoke fear in anyone who isn't allied to you. No matter how courageous or foolish they might be otherwise, even they would have at least a slight amount of fear towards your dragon whenever they see it. By paying an additional **100 DP** any opponents are so horrified that their abilities are reduced (e.g. making sword masters more akin to mindless berserkers and brilliant tacticians more like bumbling fools) making them do mistakes that they wouldn't do otherwise.

Cannibal (200 DP): The dragon can eat any type of meat for sustenance with magical creatures especially dragons offering more sustenance.

Stealth Advantage (200 DP): For a large fire-breathing lizard dragons can be quite sneaky. As long as they stay out of sight there would be no sign of their presence.

Friendly Fire (200 DP): The dragon can't harm your companions, allies and/or those you designate and you can even leave buildings unburnt.

Auto Mount (200 DP): Touching the dragon at any point of its body with the intent to mount it, instantly puts you in their saddle. Anybody watching would not think this is strange.

Fireproof (200 DP): Your dragon is immune to all sources of fire and heat. You could technically even use it for a dip into the sun and it would be unharmed. This also extends to you as the rider.

Blue Blaze (200 DP): Your dragon is capable of using blue flames. Aside from being hotter than the usual flames, these flames are also more effective against magically enchanted objects and structures (such as the Wall).



Notes

- **Royal Head** does not make you the monarch of Westeros more like how Daemon was the king of the Stepstones. Can't get out of the Dance that easily.
    - You can choose for one of the kingdoms to be independent.
- **Treasury Pouch** is based on Tyland Lannister's move to separate the royal coffers.
- Taking both **First Chapter** and **Dance of the Dragons** would allow you to start at the beginning but make you unable to create any changes until the death of Lucerys.
- **Coin Toss** basically makes you Two-face as I took inspiration from Aegon II after Rook's Rest.
    - The 'choice' boils down to the greet or antagonise options from rdr2. To act with good or bad intentions.
- For the **Murder Mystery**, the benefactor rolls privately.